EIGHTEEN 18 WHEELER ™
AMERICAN PRO TRUCKER
Dreamcast™
SEGA®
EVERYONE
E
CONTENT RATED BY
ESRB
51064

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

Thank you for purchasing Eighteen Wheeler. Please note that this software is designed only for use with the Dreamcast console. Be sure to read this instruction manual thoroughly before you begin playing.

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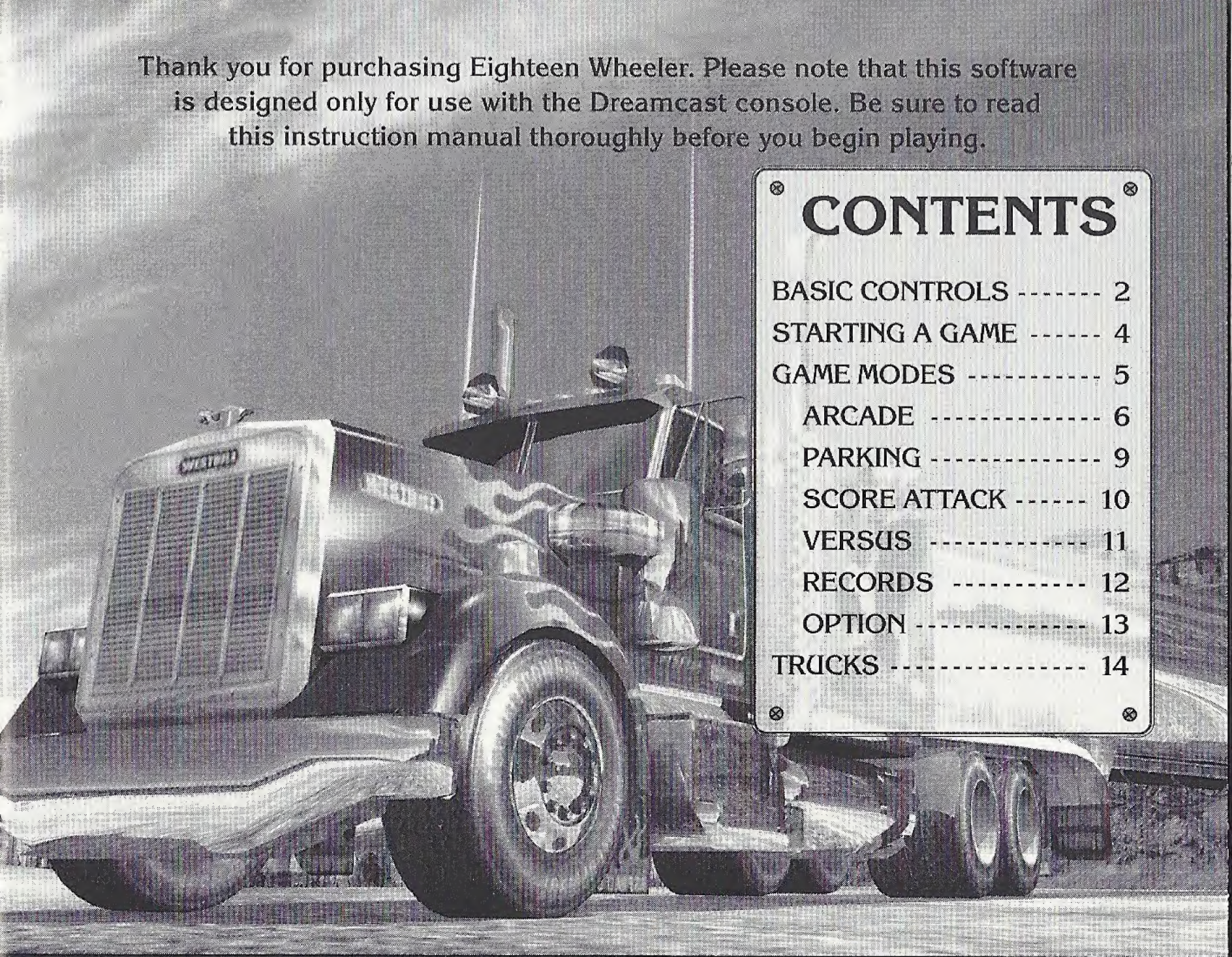
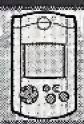


Game File  5 Blocks Required

Eighteen Wheeler is a memory card [Visual Memory Unit (VMU) sold separately] compatible game. To save, insert the memory card into Expansion Socket 1 of the controller connected to Control Port A.

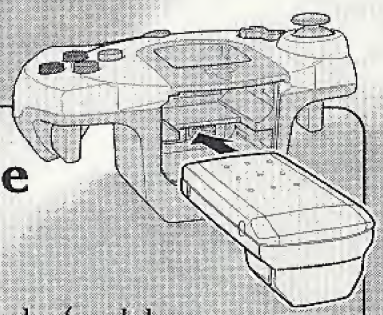
While saving or loading, never turn the Dreamcast power OFF, attempt to remove the memory card or disconnect the controller.

BASIC CONTROLS

Eighteen Wheeler is a one to two player game that can be played using either Dreamcast controllers or the Rally Wheel (sold separately). Connect the controller to be used to Control Port A (one player) or Control Ports A and B (two players).

CAUTION

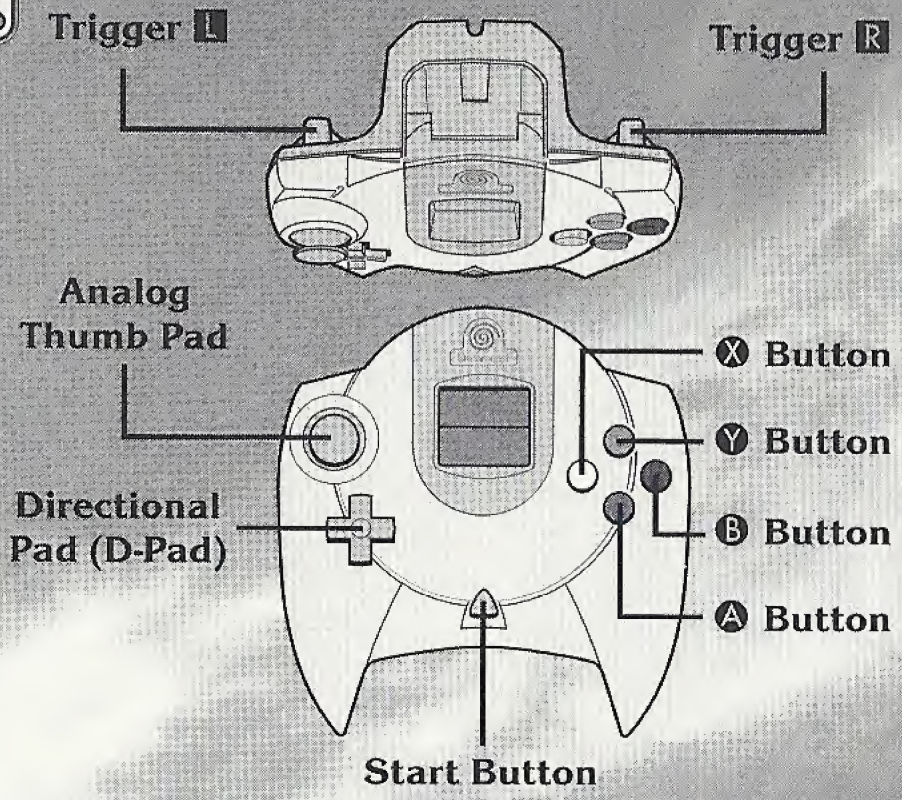
Never touch the Analog Thumb Pad or the Triggers L/R (Rally Wheel = Steering Wheel, Triggers L/R) while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.



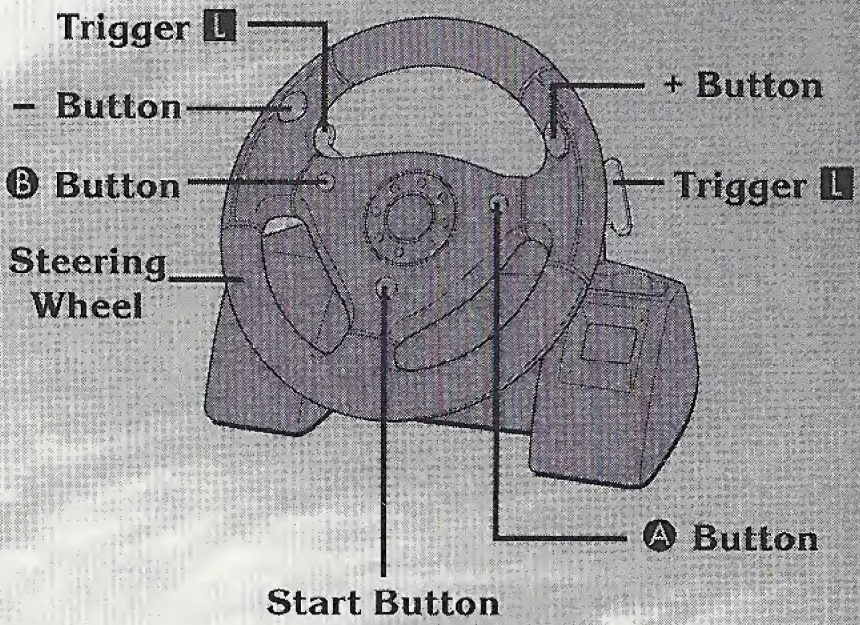
When Using the Jump Pack™

To use the Jump Pack (sold separately) when playing, always be sure to insert the Jump Pack into Expansion Socket 2 of the Dreamcast controller. Note that the Jump Pack can not be used with the Rally Wheel.

DREAMCAST CONTROLLER



RALLY WHEEL



	On Selection Screens	During Game Play
Start Button	———	Pause/Continue Game
Analog Thumb Pad	Move Cursor	Steering Wheel
Directional Pad (D-Pad)	Move Cursor	Steering Wheel
Ⓐ Button	Enter	Gear Shift
Ⓑ Button	Cancel/Next Screen	Reverse
Ⓧ Button	———	Horn (Attack in VS modes)
Ⓨ Button	———	Change View
Trigger L	———	Brake
Trigger R	Enter	Accelerator

To soft-reset the Dreamcast and return to the title screen during game play, simultaneously press and hold the Ⓐ, Ⓑ, Ⓧ, Ⓨ and Start Buttons.

	On Selection Screens	During Game Play
Start Button	———	Pause/Continue Game
Steering Wheel	Move Cursor	Steering Wheel
+ Button	Move Cursor	Gear Shift
– Button	Move Cursor	Horn (Attack in VS modes)
Ⓐ Button	Enter	Reverse
Ⓑ Button	Cancel/Previous Screen	Change View
Trigger L	———	Brake
Trigger R	———	Accelerator

To soft-reset the Dreamcast and return to the title screen during game play, simultaneously press and hold the Ⓐ, Ⓑ and Start Buttons.

STARTING A GAME

Place the game disc in your Dreamcast, close the lid and turn the power ON. Follow the on-screen instructions regarding memory card usage. After the logo screens, an opening demo will play, followed by the title screen (it is possible to skip the demo by pressing the Start Button).

If a game file has previously been saved to the memory card inserted into Expansion Socket 1 of controller connected to Control Port A, that file will automatically be loaded.

Once the title screen appears, press the Start Button to display the mode selection menu. Refer to the page numbers listed on page 5 for details on the modes available for gameplay.

GAME MODES

ARCADE

This mode is a straight port of the arcade version of 18 Wheeler. Transport cargo in an 18 wheel truck to various locations across the USA. (See p. 6.)

PARKING

Park your truck in five places within the allotted time limit in each of the available stages in this mode. (See p. 9.)

SCORE ATTACK

Race three laps to earn a score (combined value of reward money and leftover time) in this racing mode. (See p. 10.)

VERSUS

In this two player mode, race three laps around the course to compete against your favorite rival. (See p. 11.)

RECORDS

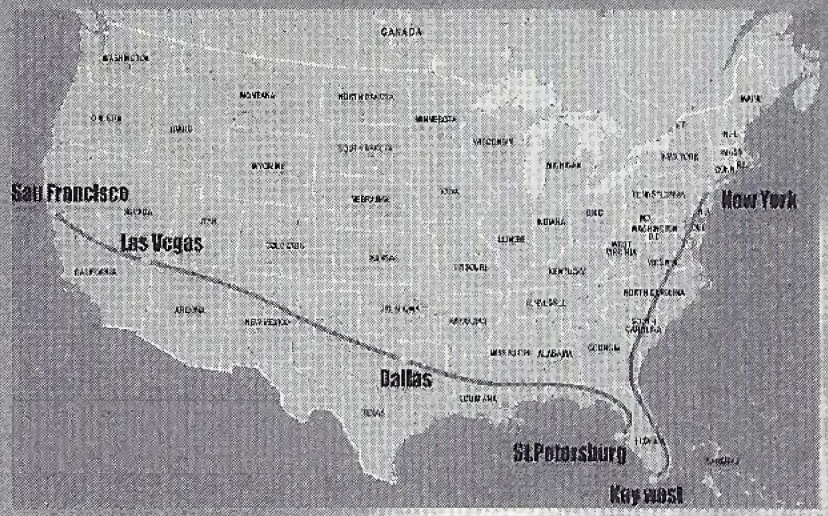
View the records you have accumulated. (See p. 12.)

OPTION

Modify the various game settings or perform save/load. (See p. 13.)

ARCADE

In the arcade mode, your goal is to transport loads of cargo across the USA in stages from New York to San Francisco. Clear each stage by reaching the goal within the allotted time limit. Whenever you reach your goal before the rival trucker, you'll earn the chance to play a bonus game.



1 NEW YORK to KEY WEST

Stay on the highway or veer off on a seaside route in this first stage. Use the 'slip stream' (see p. 8) to overtake the rival truck and win!

2 St. PETERSBURG to DALLAS

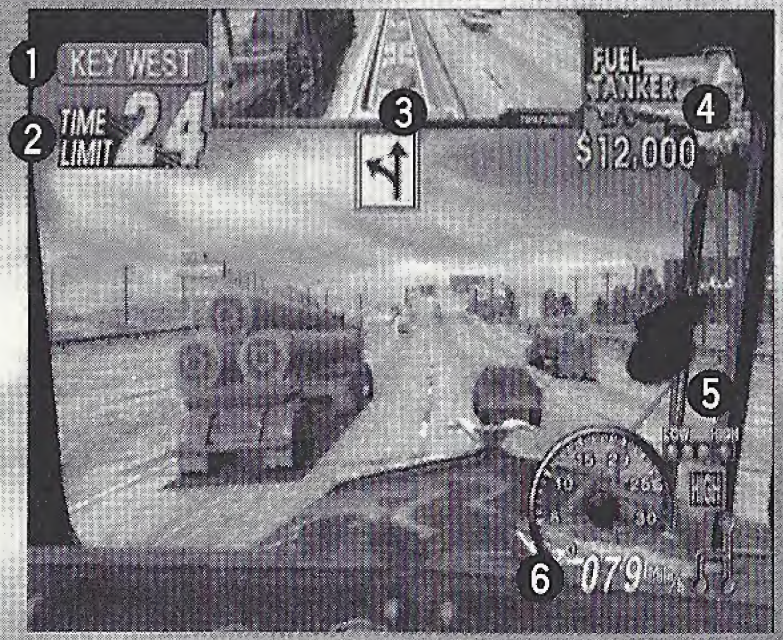
This stage features a fork that will take you along a dirt trail or through the center of town. Either way, watch out for that monstrous twister coming at ya'!

3 DALLAS to LAS VEGAS

This mountain course has lots of uphill slopes that might result in time loss. But if you go too fast and you just might wind belly up at the bottom of the ravine!

4 LAS VEGAS to SAN FRANCISCO

Watch those curves and use that 'slip stream' to take control! The final goal is in sight!



1. **Destination**
2. **Allotted Time Remaining**
3. **Rear View Mirror**
   Does not appear when in rear view.
4. **Trailer and Reward Value**
   Decreases when the trailer is damaged.
5. **Gears**
   HIGH, LOW and REVERSE.
6. **Speed**

1 TRUCK SELECTION

Select a truck cab from the four types available. Each truck cab differs in terms of speed, torque and toughness. See p. 14 for details.

2 RIVAL TRUCK, TIME BONUS CAR AND STAGE INTRODUCTION

Now you will be shown your rival truck, the time bonus cars and an introduction to the next stage. Every time you ram a time bonus van you'll earn an extra 3 second time bonus to your allotted time limit.

3 TRAILER SELECTION

From stage two on, you will be able to select the trailer you will transport. The longer or heavier the trailer and cargo are, the more difficult it will be to transport, but the higher the reward value will be.

4 START

Once all the preparations are complete, the race is on! Should you run out of time before reaching the goal, press the Start Button before the countdown reaches zero to try again.

5 CLEARING THE STAGE

To clear the stage, reach the goal before the time limit runs out. You'll then receive reward money based on the combined value of the cargo and any remaining time that is leftover.

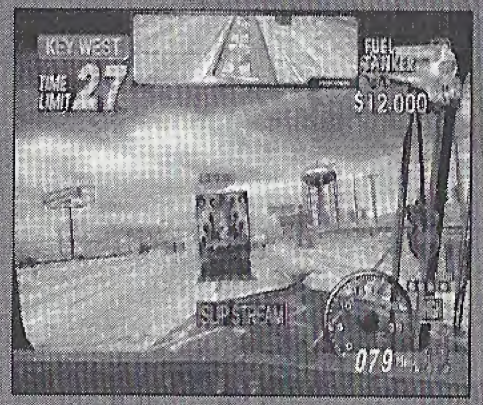
If you can clear all the stages and set a new record, you can enter a three character name. Use ◀▶ to select a letter or number and press Ⓐ to enter.

TIP!!

ADVICE

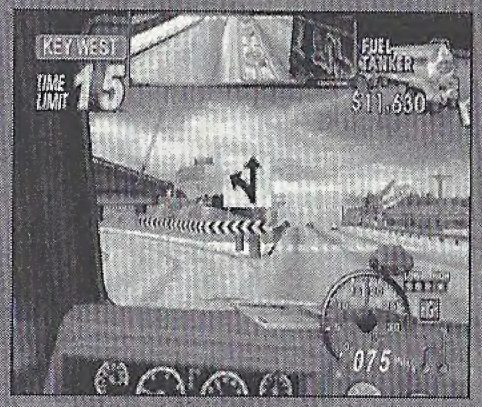
SLIP STREAM

If you manage to position your truck directly behind another one, you can achieve the 'slip stream' speed boost effect that occurs as a result of decreased air resistance. Any vehicles that are approximately the same size as your own will create this effect.



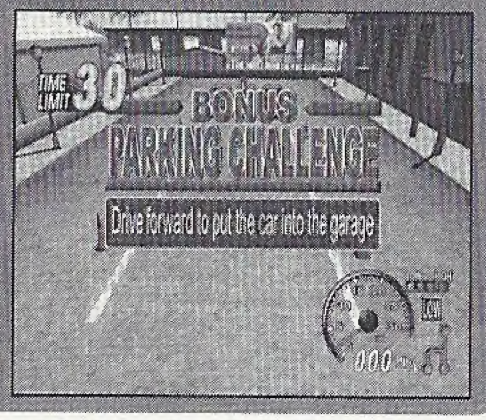
FORKS & SHORTCUTS

Within each stage there are forks in the road. So keep an eye peeled on the rival trucker and make your decisions about which way to go accordingly. In some places there are shortcuts off-road so stay alert and investigate all possible options.



BONUS GAMES

If you manage to make it to the goal ahead of the rival trucker, you'll earn the chance to participate in a parking challenge bonus game. If you can park your truck in the specified space within the allotted time you'll win bonus parts for your truck. For details on the parking challenge, see p. 9.



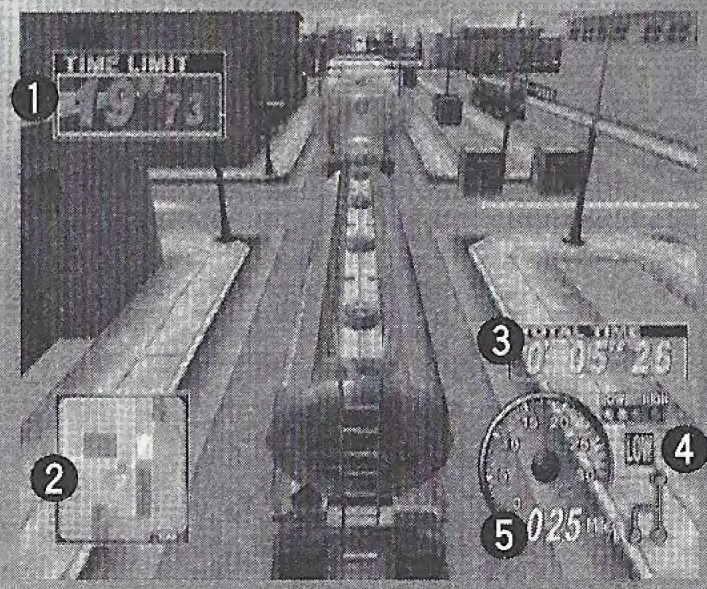
PAUSING THE GAME

While playing the PARKING, SCORE ATTACK or VERSUS modes, press the Start Button to pause the game and display the pause menu. From this menu you can select either CONTINUE to keep playing or RETIRE to end the game.

PARKING

In this mode, park your truck in five separate areas within the allotted time limit to clear each stage. Clear all four of the available stages to uncover hidden bonus stages.

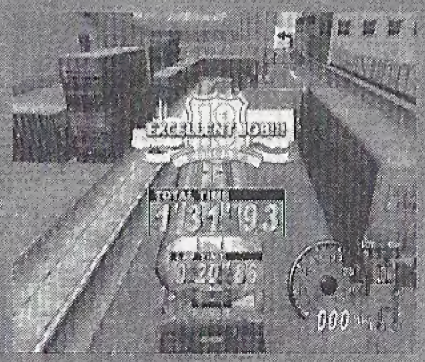
To park, simply position your truck within the green-rimmed walls of the parking space and press the brake. For every pole, drum can, wall, etc., you hit you'll incur a penalty and lose time, so you gotta be careful!



1. **Allotted Time Remaining**
2. **Radar Map** You = Red Block, Parking Area = Green Box, Ⓧ = ON/OFF
3. **Total Time**
4. **Gears** HIGH, LOW and REVERSE.
5. **Speed**

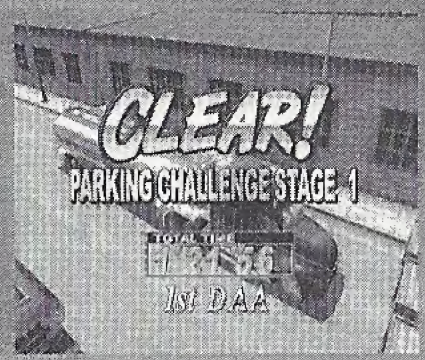
1. **TRUCK SELECTION**
2. **STAGE SELECTION**
3. **START**
4. **PARKING**

Aim for the green - rimmed walls and park that truck. If you overshoot and find your nose hanging outside of the spot, shift into reverse and back her up!



5. **CLEARING AND NAME ENTRY**

If you are able to park your truck in all five areas within the allotted time limit, you'll clear that stage. If you manage to set a new record, you can enter a 3 character name. Use ⬅➡ to select a letter or number and press Ⓐ to enter.



SCORE ATTACK

In this racing mode select one of four courses and complete three laps to earn a score (combined total of the cargo reward value and bonus cash based on any time remaining). Hitting bonus vans will increase your overall score. If you earn a high score, you can enter a three character name. A special horn attack is also possible, for details see p. 12.

1 Allotted Time Remaining

2 Radar Map Shows you and the rivals' positions relative to the start and goal lines.

3 Rear View Mirror Does not appear when in rear view.

4 Reward Value Decreases when you hit other cars or exceed the time limit.

5 Gears HIGH, LOW and REVERSE.

6 Speed

1 TRUCK SELECTION

2 TRAILER SELECTION

3 STAGE SELECTION

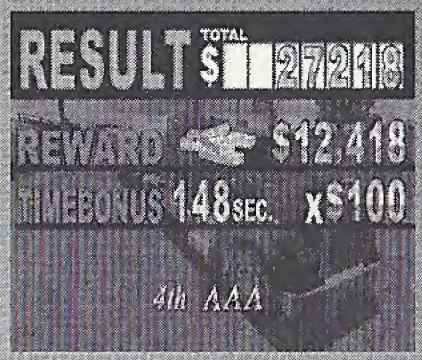
4 START

5 ARRIVAL

If you manage to complete all three laps within the allotted time, "ARRIVAL" will appear on the screen and the race will end.

6 RESULTS SCREEN

The trailer cargo reward value and bonus cash based on the amount of time remaining will be displayed along with your overall score. For details about saving your score, refer to SAVING under OPTION on p. 13.



VERSUS

Select one of four courses and race three laps to see who can earn a higher score in this 2 player race mode. The top half of the split screen is Player 1's view and the bottom Player 2's. Bonus points are awarded for finishing a lap first. The highest score at the end of the race wins. The camera view cannot be changed. A special horn attack is also possible, for details see p. 12.

1 Reward Value Decreases when you hit other cars or exceed the time limit.

2 Allotted Time Remaining

3 Radar Map Shows you and the rivals' positions relative to the start and goal lines.

4 Gears
HIGH, LOW and REVERSE.

5 Speed

1 TRUCK SELECTION

Select a truck cab and cargo.

2 STAGE SELECTION

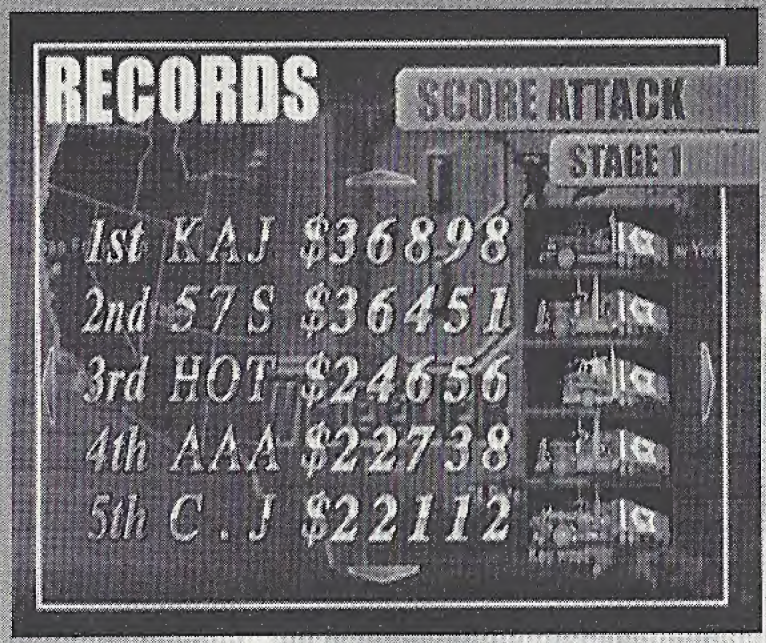
3 START

4 RESULTS

Once the three laps are complete, the overall score (combined total of the cargo reward value and bonus cash based on any time remaining) is displayed. The player with the higher score wins. If the time limit runs out before completing the laps, that player's score will decrease for each second of time exceeded.

RECORDS

Here you can view the high scores of each mode. Use ◀▶ to select a game mode and ▲▼ to toggle between difficulty levels or stages. Once you turn the Dreamcast power OFF, these records will be deleted so if you wish to save these records, be sure to go to Option and save the data to a game file.



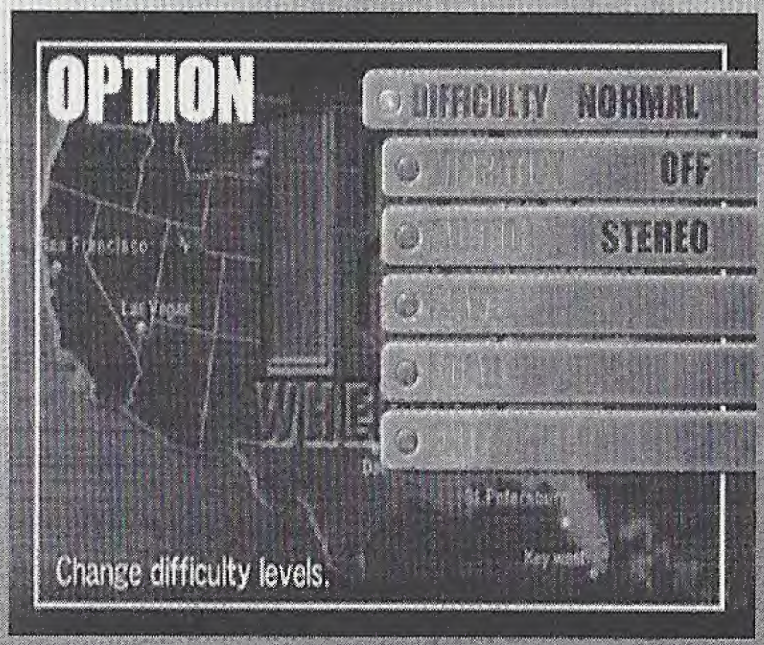
TIP!!

VS MODE HORN ATTACK

A special horn attack is available for use in the Score Attack and Versus Modes. While racing in these modes, pressing the horn will cause the trailer doors to open and spill cargo onto the road, creating an obstacle for your opponent. The effect of this attack will vary depending on the trailer you are using. After using the attack three times, you will need to wait until it replenishes in order to use it again so be sure to time your attacks well.

OPTION

In Option, you can change the various game settings or save/load the game data. Select and enter "EXIT" to return to the mode selection screen.



DIFFICULTY

This sets the difficulty level for the arcade mode. The available settings in the order they appear are as follows: VERY EASY → EASY → NORMAL HARD → VERY HARD.

VIBRATION

Set to ON to enable the Jump Pack.

AUDIO

Toggle the sound output setting between MONO or STEREO.

SAVE

Select to save the game file to the inserted memory card.

LOAD

Select to load a game file from the inserted memory card.

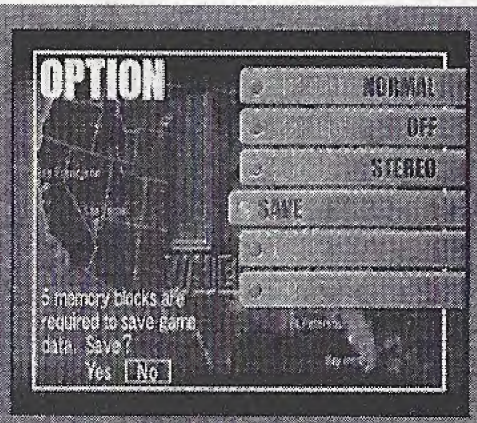
EXIT

Select to exit the Option mode and return to the mode selection menu.

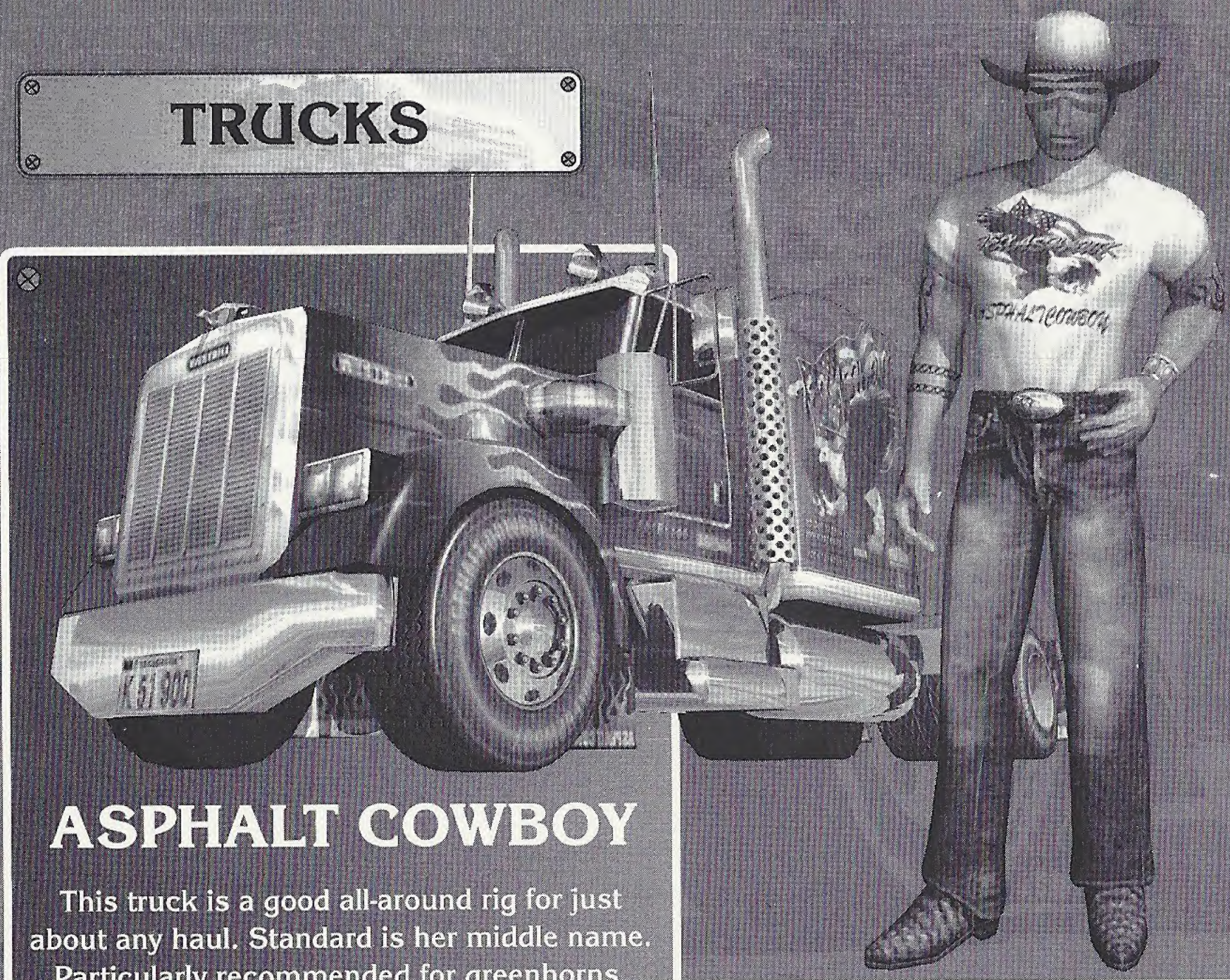
TIP!!

SAVING GAME DATA

Save the current data to a game file whenever you wish to save game settings modifications or scores earned. The data will automatically be saved in a game file to the memory card inserted into Expansion Socket 1 of the controller connected to Control Port A of the Dreamcast.



TRUCKS



ASPHALT COWBOY

This truck is a good all-around rig for just about any haul. Standard is her middle name. Particularly recommended for greenhorns.

SPEED = ▶ ▶ ▶

TORQUE = ▶ ▶ ▶ ▶

TOUGHNESS = ▶ ▶ ▶

Based on a possible score of 5 ▶ marks.

CB HANDLE **TEXAS HAWK**

Hobby: Collecting sunglasses.
Philosophy: *"Y'all know, my grandaddy was a famous cowboy and I got that same cowboy blood. Only difference is my horse is an 18 wheel rig!"*

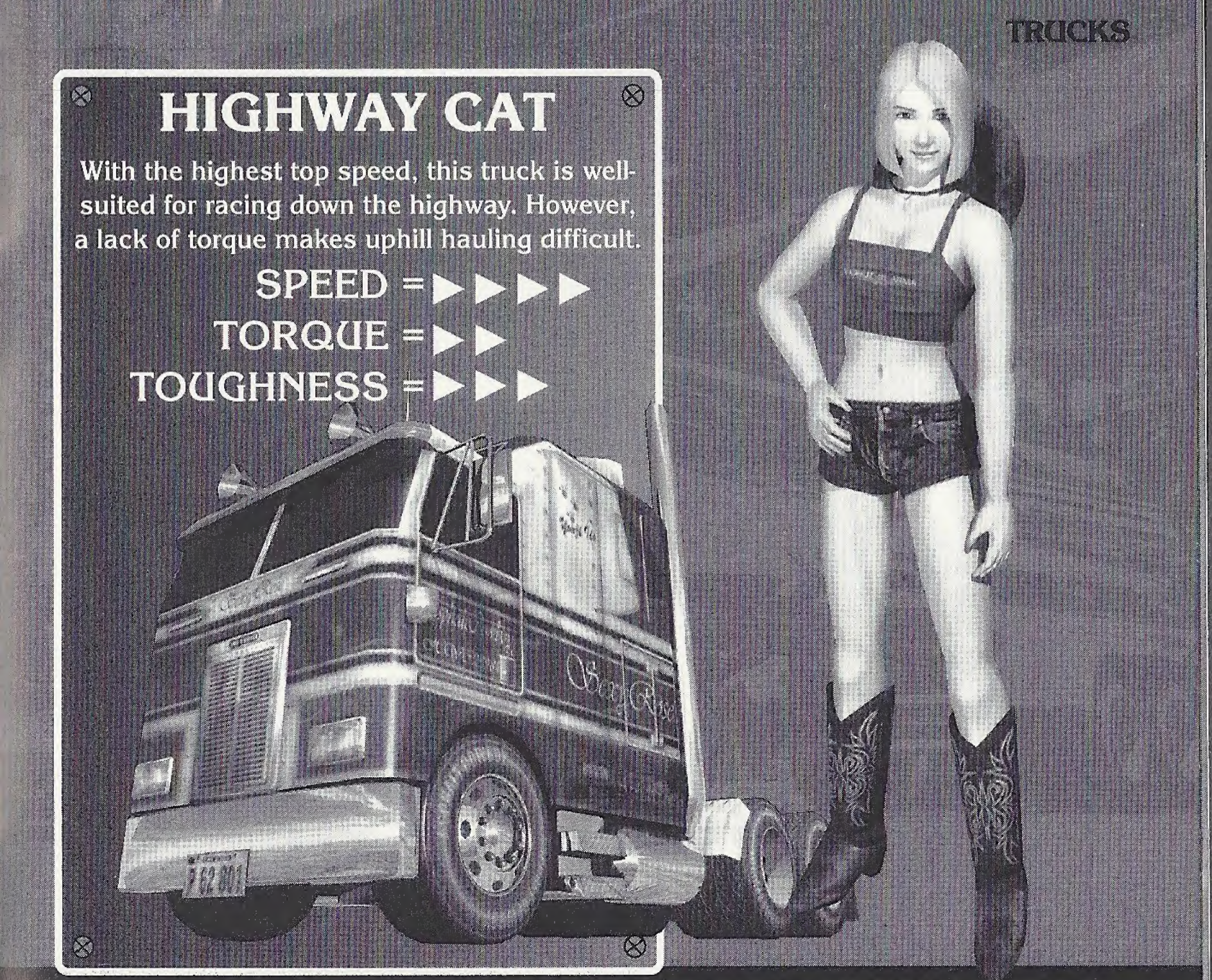
HIGHWAY CAT

With the highest top speed, this truck is well-suited for racing down the highway. However, a lack of torque makes uphill hauling difficult.

SPEED = ▶▶▶▶

TORQUE = ▶▶

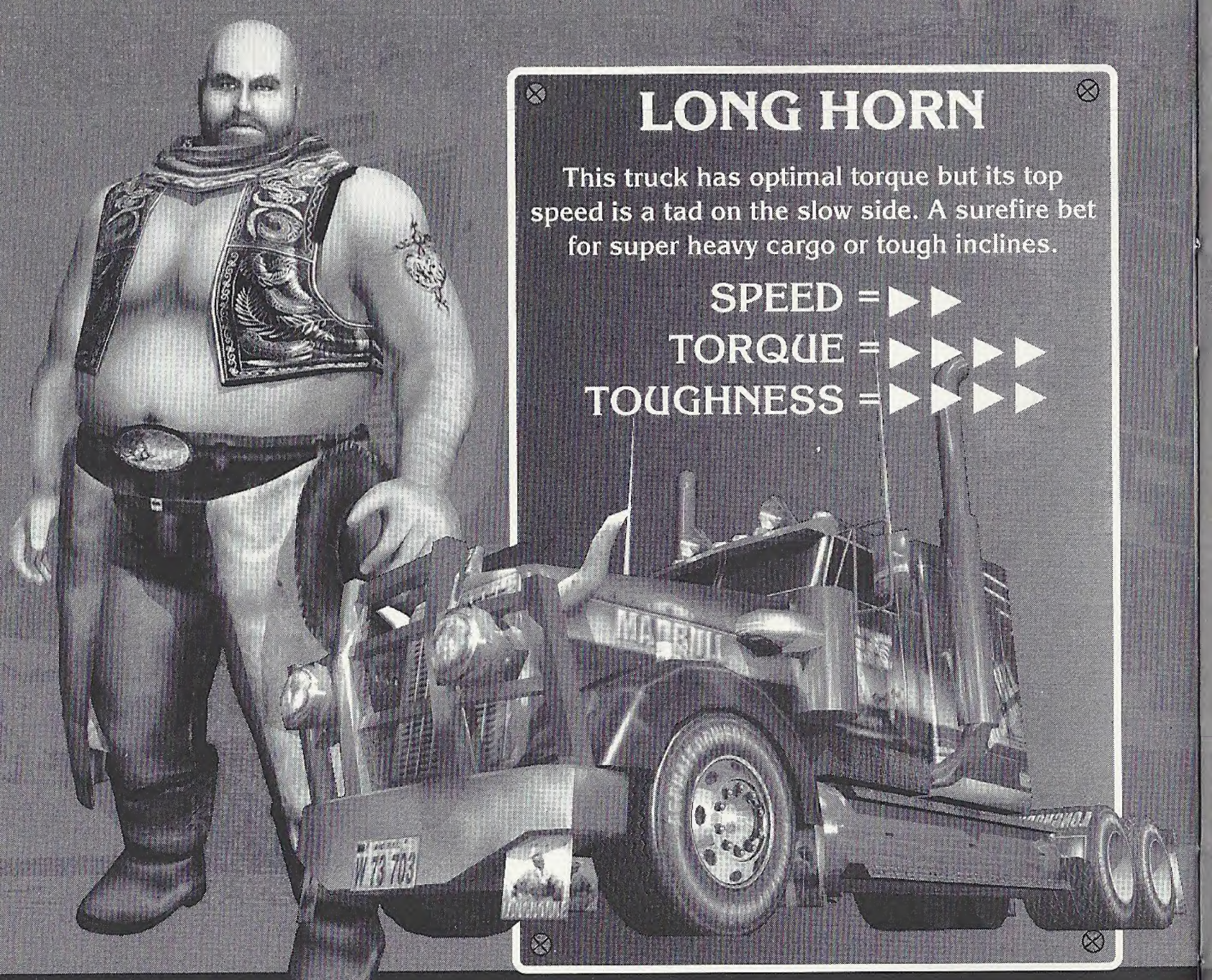
TOUGHNESS = ▶▶▶



CB HANDLE **WILD ROSE**

Hobby: Maintaining my pretty lil' truck.

Philosophy: *"I love this job! Ya' meet so many people, so many chances for love... Speaking of which, I am currently available! Anyone out there interested in cuddling a rose with a few thorns?"*



LONG HORN

This truck has optimal torque but its top speed is a tad on the slow side. A surefire bet for super heavy cargo or tough inclines.

SPEED = ▶ ▶

TORQUE = ▶ ▶ ▶ ▶

TOUGHNESS = ▶ ▶ ▶ ▶

CB HANDLE **MAD BULL**

Hobby: Cooking up multiple slabs of my fingerlickin' ribs in a special hot sauce.

Philosophy: *"Being a real man, I do my best to play by the rules and stay on course. Cept' for them times when a man ain't got no other choice but to forge their own path. Know what I mean?"*

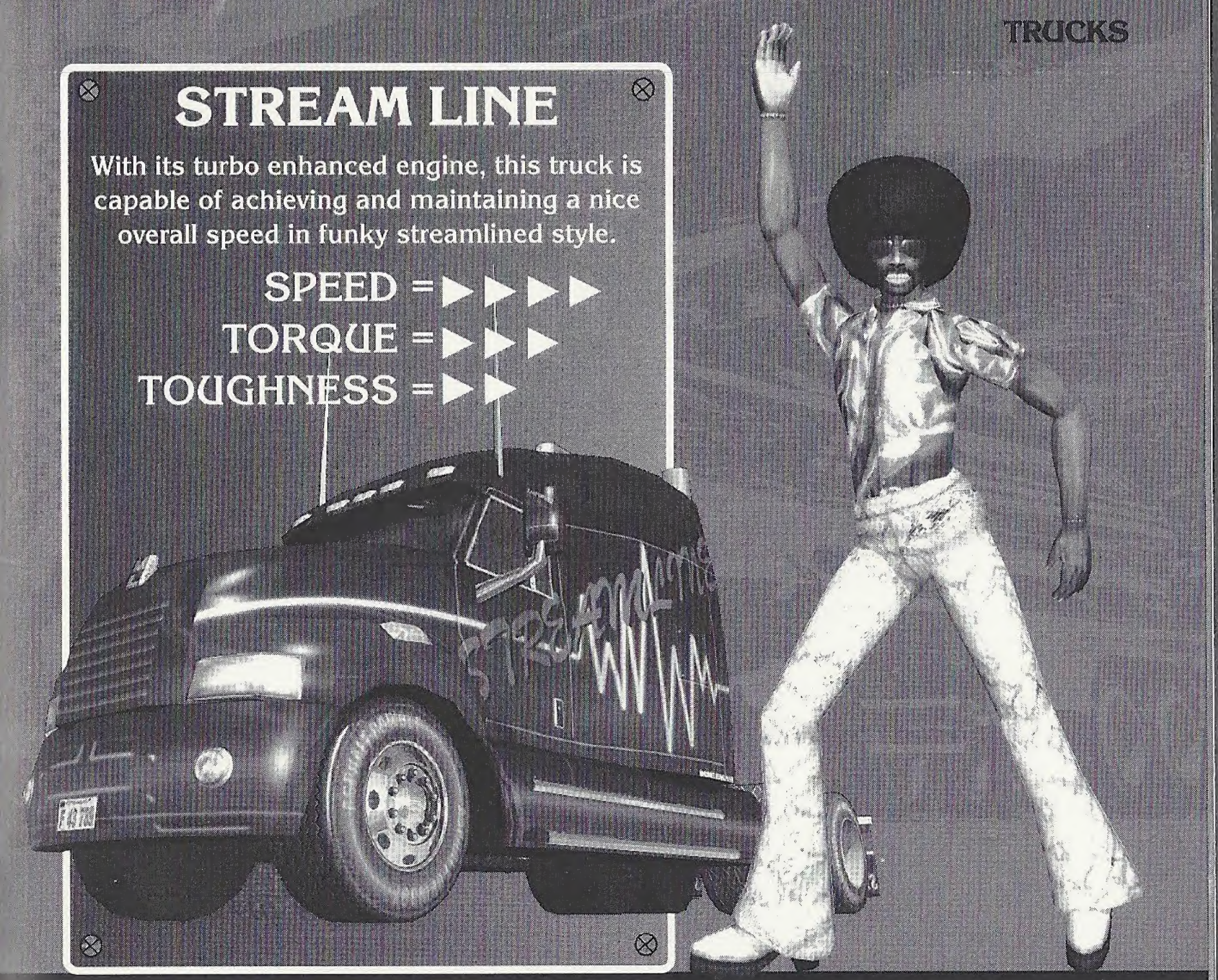
STREAM LINE

With its turbo enhanced engine, this truck is capable of achieving and maintaining a nice overall speed in funky streamlined style.

SPEED = ▶▶▶▶

TORQUE = ▶▶▶

TOUGHNESS = ▶▶



CB HANDLE **MOONLIGHT**

Hobby: Maintaining my beautiful afro.

Philosophy: *"Come dance with me on the highways baby! I am king in both my occupation and the labor of love. Can't no one beat my dynamite moves!"*

Note: Dance ability or lack thereof has no effect on driving ability.

CREDITS

The following credits list the staff responsible for the localization, marketing and manual production for the U.S. version of 18 Wheeler. Credits for the original development staff of the game are listed in the credits of the game itself.

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NOTES

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